

ABSTRACT

A system and method for assigning the prizes in a bingo game depending on the number of balls drawn at the end of the game. An electronic bingo gaming system includes a game ID manager and a predetermined number associated of card managers. The game ID manager generates game IDs defining a random ball drawing sequence and pattern of card win spots. The game ID manager transmits the selected game ID to the card manager which generates player and opponent cards. The game ID manager “calls off” each drawn ball and the card manager displays the drawn ball in a drawn ball sequence display area and marks any matched spots on the displayed cards. The ball drawing continues until the player or an opponent wins by marking all win spots. The game win probabilities and payout percentages are determined based on the count of balls at the conclusion of the game.